

Fort Wayne
youththeatre
 AUDITION PACKET



Auditions: Sunday, Sept. 13 (1-4PM)
Call-Back: Monday, Sept. 14 (4:30-6:30PM)

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Open Audition Spots by Reservation Only.
Sign up at FWYT.org/auditions



AUDITION NOTICE: DATES & TIMES

OPEN AUDITIONS: Sunday, Sept. 13, 2026 (1-4PM)

- EVERYONE must SIGN UP online for a one hour audition spot at fwyt.org/auditions.
- Fill out the audition info online when signing up.
- Come prepared to fill out a sheet listing your rehearsal conflicts.
- Arrive at least 10 minutes prior to your audition time to check in, fill out papers, etc.
- Location: RKF Studios, 2446 Lake Avenue, Fort Wayne, IN 46805. Enter the Main Doors at front of building and follow signs.

Everyone should be prepared to...

- Read from the Audition Sides provided here as assigned by the Directors at the audition.

CALL-BACK: Monday, Sept. 14, 2026 (4:30-6:30PM)

- Location: RKF Studios, 2446 Lake Avenue, Fort Wayne, IN 46805
- Actors needed at Call-Backs will be notified via call or text on Sunday after auditions.
- Call-Backs will primarily use the same Audition Sides found in this packet.

CAST LIST AVAILABLE: Friday, Sept.18, 2026 on Youthreatre's FB & Instagram.

Rehearsals: Oct. 20-Dec. 4, 2026 (M-F, 4:30-6:30/7PM)

Tech Week: Dec. 6 (Noon- 5PM), Dec. 7-9 (4:30-8PM), 2026

Performances: Dec. 10 (7PM), Dec. 11 (7PM), Dec. 12 (12PM), Dec. 12 (7PM), Dec. 13 (3PM), 2026

+HOLD Dec. 3 (6PM) IF NEEDED

School Show: Dec 14 (10AM & 1PM), 2026

Santa Breakfast Event: Dec. 12 (10AM), 2026

ABOUT THE SHOW:

This Christmas, journey to Narnia. When the four Pevensie children are sent to the country to escape the bombings of WWII, little do they know what incredible adventures await. A magical wardrobe leads them into the magical world of Narnia, where the evil White Witch rules, keeping the land in a constant winter where Christmas never comes. With the sacrifice of the great lion, Aslan, the four Pevensies fight to banish the White Witch and break her hold over Narnia. Based on the book by C.S. Lewis, The Lion, the Witch, and the Wardrobe is perfect for anyone searching for the grace and renewal that Christmas brings.



Fort Wayne Youththeatre seeks approx. 20-30 actors ages 8-18 for this production.
We encourage performers of all races and ethnicities, genders and abilities to audition.
Reading skills required.

CHARACTERS...

ASLAN: Male or Female. Ages 12-18. A great, strong, noble & wise lion. King of Narnia. (Aslan will be a large puppet, controlled by several actors and voiced by one actor.)

WHITE WITCH: Male or Female. Ages 12- 18. An evil queen who rules over Narnia through cruelty and force.

PETER PEVENSIE: Male. Age 15- 18. Oldest of the Pevensie children. Noble and courageous.

SUSAN PEVENSIE: Female. Age 14- 18. Second oldest of the Pevensies. Beautiful, sweet and kind.

EDMUND PEVENSIE: Male. Age 10- 16. Third oldest. He is a brat, spiteful and mean until he sees the error of his ways.

LUCY PEVENSIE: Female. Age 8- 14. The youngest Pevensie. Cheerful, kind & brave.

TUMNUS: Male or Female. Age 9-18. A faun. He is kind, charming and caring.

MR. BEAVER: Male. Age 9- 18. Crusty but with a good heart. A friend to the Pevensies.

MRS. BEAVER: Female. Age 9- 18. Mr. Beaver's good-natured and motherly wife.

DWARF: Male or Female. Age 8- 14. The Witch's evil henchman.

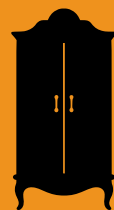
FENRIS ULF: Male or Female. Age 11- 18: A wolf. Evil head of the Witch's secret police.

2 ELVES: Male or Female. Age 9- 13. Helpers of Father Christmas.

UNICORN, CENTAUR & WHITE STAG: Male or Female. Age 8-18. Kind animal citizens of Narnia.

+VARIOUS Followers of Aslan, Witch's Army, Etc: Male and Female. Ages 8-18.

Note: English accents will be required for the production. Actors who are able to use one in auditions are encouraged, but not required to do so.



Remember...

Don't think of an audition as a competition. Think of it as a chance to do something you love to do- perform! For however long you're up there, that role is yours. Make the most of it. Be creative. HAVE FUN!

The Directors are all rooting for you to succeed!

General Audition Tips...

- **BE PREPARED.**

Directors are impressed by actors who care.
Know the show. Read the script. Listen to the music.

- **BE ON TIME.**

- **ALWAYS PAY ATTENTION.**

Listen quietly to others. It is polite...PLUS you learn from what they do.

- **REMEMBER, YOU ARE AUDITIONING ON-STAGE & OFF.**

The directors are always watching.

- **DON'T APOLOGIZE OR MAKE EXCUSES.**

Director's can tell when you're sick. Just do the best you can.

- **GIVE IT 150%.**

Do your absolute best, then...

- **LET IT GO.**

Whatever happens happens. IT'S ONLY A PLAY!!!

Reading Audition Tips...

- **BE SEEN!**

Don't hide behind your script.
Hold it about chest level so we can see your face.

- **BE HEARD!!**

Project your voice so directors can hear & understand you.

- **BE CONFIDENT (even if it's fake)**

Plant your feet. Use your face, your hands, your whole body to communicate.

- **LISTEN TO YOUR FELLOW ACTORS!!!**

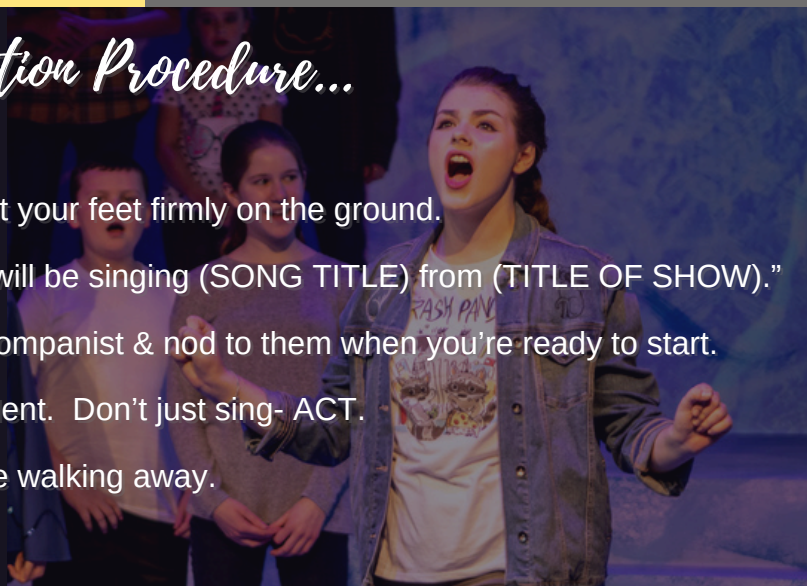
Pay attention & react to what they do.

- **DON'T JUST READ, ACT!!!!**

Directors know you can read.
Show them you can ACT!

Youth theatre Musical Vocal Audition Procedure...

- Enter
- Go to your spot in front of the Directors & plant your feet firmly on the ground.
- Say "Hello, my name is (YOUR NAME) and I will be singing (SONG TITLE) from (TITLE OF SHOW)."
- Make eye contact with the Music Director/Accompanist & nod to them when you're ready to start.
- Sing your song. Be loud. Be clear. Be confident. Don't just sing- ACT.
- When finished singing, say "Thank you" before walking away.
- Exit.



CONFLICTS:

Please list ALL conflicts that you have during the rehearsal schedule. Do NOT list as a conflict if it is something you can change, skip or reschedule. Put an "X" if you can't come at all, or write the specific times you CAN be there within the rehearsal time period.

MONDAYS 4:30-7PM	TUESDAYS 4:30-7PM	WEDNESDAYS 4:30-7PM	THURSDAYS 4:30-7PM	FRIDAYS 4:30-7PM
	10/20	10/21	10/22	10/23
10/26	10/27	10/28	10/29	10/30
11/2	11/3	11/4	11/5	11/6
11/9	11/10	11/11	11/12	11/13
11/16	11/17	11/18	11/19	11/20
11/23	11/24			
11/30	12/1	12/2	12/3	12/4

NO CONFLICTS ALLOWED:

Tech Week: Dec. 6 (Noon- 5PM), Dec. 7-9 (4:30-8PM), 2026
Performances: Dec. 10 (7PM), Dec. 11 (7PM), Dec. 12 (12PM), Dec. 12 (7PM), Dec. 13 (3PM), 2026
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NAME: _____

AUDITION NOTICE: AUDITION SIDES

SIDE #1: Peter, Susan, Edmund, Lucy

PROLOGUE*

SCENE. *In front of the main curtain—or a scrim—four children enter. From oldest to youngest they are: PETER, SUSAN, EDMUND, and LUCY. ALL except EDMUND look about in wide-eyed fascination.*

✂ START

SUSAN. What an exciting old mansion!

EDMUND. I think it's boring.

SUSAN. Oh, Edmund.

PETER. Come on, Ed. It'll be a fun place to explore.

LUCY. I'm glad Mother and Father let us come out to the country for a few days.

SUSAN. I'm going to love staying here with the old professor. Isn't he a dear?

PETER. Yes. But I'm not sure I like his housekeeper.

(Mimicking the housekeeper.) "Please remember to always stay out of my way!" *(They laugh. PETER points off, R.)* Hey, let's go look at that room that has all the swords and suits of armor inside.

SUSAN. You go ahead, Peter. I think I'll go back down to the library and look through some books. How about you, Lucy?

LUCY *(pointing off, L)*. That room over there seems very interesting.

EDMUND *(crossing a few steps L and looking off)*. There's nothing in it but an old clock and a big wardrobe.

AUDITION NOTICE: AUDITION SIDES

SIDE #1 (Continued...)

LUCY. But it's the largest wardrobe I've ever seen. I want to take a closer look at it. *(She exits off, L.)*

PETER. Come on, Ed.

EDMUND *(unenthused)*. I'd rather explore outside.

PETER. But it's raining. Let's go to the sword room.

EDMUND. All right. But only till we can go outside.

SUSAN. Don't get lost. It's almost time for dinner.

EDMUND. Oh, Susan. Stop talking like Mother. *(He and PETER exit off, R.)*

SUSAN. Well, somebody needs to be in charge since Mother and Father aren't here. *(Looking off, L.)* Lucy! *(Crossing L.)* Come downstairs to the library with me. It'll be a lot more fun than an old room with nothing but a wardrobe in it. *(Peering off.)* Lucy?...I thought she went in there. *(Crossing back C.)* I guess she changed her mind. *(Looking about as she smiles.)*

Well...I think our stay here is going to be quite an adventure—quite an adventure indeed. *(She exits off, R. The Prologue ends as the curtain—or scrim—rises to reveal a setting which suggests a wooded area.)*

* STOP

*The Prologue is optional. The play may begin when the curtain rises on Narnia (p. 7).

AUDITION NOTICE: AUDITION SIDES

SIDE #2: Unicord, Mrs. Beaver, Mr. Beaver, Centaur

SCENE: *The stage is basically bare except for a few trees and foliage and a lamppost at R. Several different levels may be used for the play's various locales. A backdrop—or a cut-out silhouette—at the rear suggests distant castles. The simple set changes will be done by three (or more) WOOD NYMPHS during the course of the play. No curtain is necessary between scenes. Simple lighting changes may be used to define the various locales as each is used.*

A cold wind blows as snowflakes fall. A WHITE STAG enters quickly, pauses, sniffs the air, then exits hurriedly. A moment later, a UNICORN enters breathlessly. He searches in vain for the WHITE STAG, then gives up.

*START

UNICORN. I'll never catch him. Never.

(MR. AND MRS. BEAVER enter exhaustedly.)

MRS. BEAVER. Hello, Mr. Unicorn.

UNICORN. Oh, good morning, Mrs. Beaver... Mr. Beaver.

MR. BEAVER. What's so good about it?

MRS. BEAVER *(to UNICORN)*. What are you doing out so early?

UNICORN. I was trying to catch the White Stag. But I missed him again.

MRS. BEAVER. Well, don't give up. The White Stag will bring you good fortune if you catch him.

UNICORN. I know.

AUDITION NOTICE: AUDITION SIDES

SIDE #2 (Continued...)

MR. BEAVER. It will take more than good fortune to help any of us.

MRS. BEAVER. Poor dear. He's in a bad mood. His dam broke last night.

MR. BEAVER. It's more than that. It's this blasted cold weather. I'll never get used to it.

UNICORN. But it's always cold weather in Narnia, Mr. Beaver. There's nothing to be done about it.

(A CENTAUR enters.)

CENTAUR. Maybe there is something to be done about it.

MRS. BEAVER. And what's that, Mr. Centaur?

CENTAUR. We can hope and pray that our King will soon return.

MRS. BEAVER. We keep hoping and praying, but he has not been seen for years. Not in my time—or even in my father's time.

CENTAUR. Then we must all have more faith.

MRS. BEAVER. I think Mr. Centaur is right.

UNICORN. I think so, too.

MR. BEAVER. I think—we should break up this meeting in a hurry.

CENTAUR. Why is that, Mr. Beaver?

MR. BEAVER. Shh. Listen. *(Off, voices are heard.)*

~~VOICE OF FENRIS ULF (off). Come on, you! No more stalling.~~

UNICORN. It sounds like Fenris Ulf.

CENTAUR. Not that scoundrel.

~~VOICE OF TUMNUS (off). I'm terribly sorry, sir.~~

UNICORN. And Tumnus, the Faun.

** STOP*

AUDITION NOTICE: AUDITION SIDES

SIDE #3: Lucy & Tumnus

* START Page 12

THE LION, THE WITCH

TUMNUS ~~two cups~~.) Tumnus Towers, I call it. I like fancy names for simple things.

LUCY (*in awe*). It's a fascinating place.

TUMNUS. Perfect for the imagination—with a bit of help from the Wood Nymphs. (*He waves to the WOOD NYMPHS as they exit.*)

LUCY. There's only one small problem here, as I see it.

TUMNUS. Yes?

LUCY. It's so cold. It was summer just a few minutes ago—where I came from, I mean.

TUMNUS. In the land of Spare Oom?

LUCY (*laughing*). Yes.

TUMNUS. Well, to be truthful, it is always winter in Narnia, but you'll get use to it. I hope. Meanwhile, why don't we repair to Tumnus Towers for a spot of tea to warm us up.

LUCY. Very well. I can see no harm in it.

TUMNUS. None at all. (*He leads her to his "home," and they enter. He pours tea.*) The Wood Nymphs have even brewed tea for us. Here you are. (*He serves her a cup, and she drinks.*)

LUCY. Thank you. It's delicious. (*He begins to play his pipe.*) I'm so glad I met you, Mr. Tumnus. You're a very nice faun. (*A pause as she nods dreamily to the music.*) And your music is lovely. It makes me so warm and sleepy. (*She closes her eyes for a moment. TUMNUS abruptly stops playing his pipe.*)

TUMNUS. No!

LUCY. What—what is it?

TUMNUS. It's not true.

LUCY. What's not true?

TUMNUS. I'm not a nice faun. In fact, I'm a very bad faun. (*He sobs. LUCY hands him her handkerchief.*)

AUDITION NOTICE: AUDITION SIDES

SIDE #3 (Continued...)

LUCY. Not at all. You're the best faun I ever met.

TUMNUS. How could I be when I work for *her*? (*He dries his tears with the handkerchief.*)

LUCY. Her? Who?

TUMNUS. The White Witch, that's who. Oh, she calls herself a queen, but she's the evil ruler of Narnia. She's the one who makes it always winter here. But she never lets us have Christmas.

LUCY. What kind of work do you do for the witch?

TUMNUS. I'm a kidnapper. I'm supposed to kidnap innocent children and bring them to her.

LUCY. I'm sure you wouldn't do anything of the sort.

TUMNUS. But I am doing it—at this very moment. (*He moves toward her. She recoils.*)

LUCY (*frightened*). What do you mean?

TUMNUS. I'm suppose to take you to the witch. (*He takes her arm firmly, but gently.*)

LUCY. But you won't, will you, Mr. Tumnus?

TUMNUS. If I don't turn you over to the White Witch, she'll cut off my tail, saw off my horns, pluck out my beard—and worse, she'll turn me into a stone statue with her magic wand.

LUCY. Maybe she won't know I was here. Will you please let me go home? (*After a moment, he releases her.*)

TUMNUS. Of course I will. I didn't know what a human was like before I met you. But now that I know you, I can't give you up to the witch. I'll take you back to the lamppost. From there you can find your way back to War Drobe in the land of Spare Oom.

LUCY (*deeply relieved*). Thank you, Mr. Tumnus.

TUMNUS. We must go as quietly as we can. The woods are full of her spies. (*They leave his "home" cautiously.*)

* STOP

AUDITION NOTICE: AUDITION SIDES

SIDE #4: Witch & Edmund

START

~~WITCH. A boy. A boy? Did you hear that, Dwarf? A boy.~~~~DWARF. He must be a Son of Adam.~~

WITCH. He looks more like an idiot. Tell me — boy, how did you enter my dominion?

EDMUND. Through a wardrobe, your majesty. I'm not sure exactly how it happened, but in an instant I was here.

WITCH. A wardrobe? A passageway from the other world? The world of men! This could ruin everything. It could even be the beginning of the dreaded prophesy — unless — *(Her attitude suddenly changes toward EDMUND.)* My poor child. How cold you look. *(She helps him up and puts her arm around him.)* Dwarf, bring him something warm to drink. *(The DWARF exits.)*

EDMUND. Thank you, your majesty.

WITCH. Tell me, Edmund, my dear — Son of Adam — are there any more of you — *humans*, I mean — in these parts?

EDMUND. I have a sister, Lucy, who's looking for a faun.

WITCH. Ah, she must be the Daughter of Eve who escaped from that fool Tumnus. Well, let's see — you and Lucy, you say. That's only two humans. The prophesy said there would be four. So, there's nothing to worry about unless... You don't have any other brothers or sisters do you?

EDMUND. Yes. Peter and Susan.

WITCH *(alarmed)*. What? Where are they?

EDMUND. Still in the house where we're visiting... on the other side of the wardrobe.

WITCH *(counting on her fingers)*. Edmund, Lucy, Peter and Susan. Two Sons of Adam — two Daughters of Eve.

AUDITION NOTICE: AUDITION SIDES

SIDE #4 (Continued...)

That's four—just as the prophecy has stated. This is horrible!

EDMUND. What's wrong, your majesty?

WITCH (*catching herself, then sweetly*). Oh, nothing. Nothing at all. I just meant—it's *horrible* that your dear brother and sisters aren't here with us now. I would take all of you to my castle. I would make them the Duke and Duchesses of this land. But you, dear Edmund—because you are special and I found you first—I would make you the Prince of Narnia.

EDMUND. Really?

WITCH. And someday you would be *King*.

EDMUND (*excited*). King? You mean it?

(*The DWARF enters with a fancy copper bottle and a jewelled cup.*)

WITCH. Ah, here is your delightful drink. Sweet and creamy and delicious. (*The DWARF pours the drink for EDMUND who tastes it.*)

EDMUND. It's wonderful.

WITCH. And you must have a little something to eat as well. What is your favorite candy?

EDMUND. Oh, that's easy. Turkish Delight.

WITCH. Then Turkish Delight it shall be. (*Almost magically, the WITCH produces a small colorful candy box which she opens and offers to EDMUND. He takes a piece of candy and eats it.*) Enjoy, my little prince.

EDMUND. It's the best Turkish Delight I've ever tasted. May I have more?

WITCH (*closing the box*). Of course. Back at my castle. I have rooms filled with Turkish Delight.

EDMUND. Then let's go there right now. * stop

AUDITION NOTICE: AUDITION SIDES

SIDE #5: Lucy, Susan, Aslan

LUCY. Oh, no. They might at least have left the body alone.

SUSAN. Has the witch done this, too? What does it mean? Is it more magic?

(ASLAN enters U bathed in a pool of bright light. He appears stronger than before, and his mane is fully grown again.)

ASLAN. Yes! It is more magic. *(LUCY and SUSAN are awe-struck.)*

LUCY. Oh, Aslan!

SUSAN. Are you not dead, dear Aslan?

ASLAN. Not now.

LUCY. You're not a gho—ghos—?

ASLAN. Do I look like one? *(LUCY and SUSAN rush to him, laughing and crying simultaneously. They embrace ASLAN.)*

LUCY. Oh, you're real, you're real! Oh, Aslan. *(After a few moments they calm down.)*

SUSAN. But what does it all mean?

ASLAN. It means there is an even Deeper Magic than the witch knew. Before time began, there was another law written. It says that when a willing victim who has committed no treachery—

LUCY. Like you?

ASLAN. Like me—is killed in the place of a traitor—

SUSAN. Like Edmund?

ASLAN. Like Edmund. The table will crack, and Death itself will start working backward.

LUCY and SUSAN. Like now! *(ALL embrace again.)*

AUDITION NOTICE: AUDITION SIDES

SIDE #5 (Continued...)

AND THE WARDROBE

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ASLAN. Oh, children, I feel my strength coming back. I feel that I am going to roar a very loud roar. You'd better put your fingers in your ears. (*LUCY and SUSAN cover their ears as ASLAN emits an earth-shattering roar.*) Now the time has come for our last battle against the witch and her evil forces.

SUSAN. We must hurry, Aslan. The witch and her army are looking for the others at this very minute.

ASLAN. Then we shall add more soldiers to our own army.

LUCY. Who else will join us?

ASLAN. Those who await us at the witch's castle.

SUSAN. What are they doing there?

ASLAN. Nothing. At the moment they are only stone statues, but I shall breathe the breath of life into them, and they will be made whole again.

LUCY. Do you suppose Mr. Tumnus is there?

ASLAN. Was he an enemy of the witch?

LUCY. Yes—because of me.

ASLAN. Then I am certain he is there.

LUCY. Oh, I can't wait to see Mr. Tumnus again.

ASLAN. And you shall, Lucy, my dear, you shall. Now take hold of my mane, both of you. We will fly to the home of the witch and rescue our awaiting allies. Away! Away!

g STOP

(They exit quickly. A moment later, the WOOD NYMPHS enter and remove the Stone Table, the banner and standards. After they exit, PETER and EDMUND enter. Both are tired and weary.)

EDMUND. The storm woke me in the night, Peter.



AUDITION NOTICE: AUDITION SIDES

SIDE #6: Witch & Aslan

WITCH: You have a traitor there, Aslan!

ASLAN: His offense was not against you.

WITCH: Have you forgotten the Dep Magic?

ASLAN: Tell me of it.

WITCH: Tell you? Tell you what is written on that very table of stone which stands beside us?! You know the magic which the Emperor put into Narnia at the beginning of time! You know that every traitor belongs to me...and that for every treachery, I have the right to kill! And so, that human creature is mine. His life is forfeit to me. His blood is my property.

ASLAN: (Yelling for all to stop yelling and fighting.) Peace!

WITCH: (To the others.) Fools! Your master knows what is written. He knows that unless the Law is obeyed, all Narnia will be overturned and perish in fire and water.

ASLAN: It is true. I do not deny it. (To others.) Fall back, all of you. I will talk to the witch.

WITCH: You mean the QUEEN!

(Aslan & the Queen whisper to one another.)

ASLAN: The matter has been settled! The witch has renounced the claim on Edmund's blood. He is free.

WITCH: (To others.) Now gather our forces. The time is at hand. (To Aslan.) One final thing. How do I know your promise will be kept?

ASLAN: You know that when Aslan makes a promise, it WILL be kept. (He roars loudly.) Good people need good rulers. And good rulers need good people. That, perhaps, is the deepest magic of all.

WITCH: Now who has won you fool? Did you think by sacrificing yourself you would save the human traitor? Not only will I kill you in his place as we agreed, but I will come back and kill the boy as well. In that knowledge, despair and die! Aslan is mine! Narnia is mine! The great cat lies dead!